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1. A gaming console architecture including a game platform interface and a game program, the game program including a plurality of functional modules which are arranged to interact only via the platform interface.
2. A gaming console architecture as claimed in claim 1, wherein the game program includes a user interface module and a combinations module and communication of game outcomes to be displayed, are conveyed from the combinations module to the user interface module via the platform interface.
3. A gaming console architecture as claimed in claim 1, wherein the functional modules are combinations and graphics/audio.
4. A gaming console architecture as claimed in claim 3, wherein one or more functional modules are encrypted.
5. A gaming console architecture as claimed in claim 3, wherein one or more functional modules are secured by means of a digital signature.
6. A gaming console architecture as claimed in claim 1, wherein each game program contains a plurality of files containing one type of functional module.
7. A gaming console architecture as claimed in claim 6, wherein each game program contains a plurality of graphic/audio files.
8. A gaming console architecture as claimed in claim 6, wherein each game program includes a plurality of combinations files.
9. A distributed gaming system comprising:
 - a server;
 - a game platform interface;
 - a plurality of games stored on the server, each game being separable into separate functional modules which are arranged to interact only via the platform interface;
 - a plurality of consoles, each console including platform code for executing the at least one of the functional modules;
 - platform code located in the server adapted to separate the game into its functional modules and for transferring at least one of the functional modules to a console.
10. A distributed gaming system as claimed in claim 9, wherein the functional modules include a combinations module and a graphics/audio module and wherein execution of the combinations module to determine the game outcome is retained on the server, and wherein one or more graphics/audio files or other functional module is distributed to one or more of the consoles for execution by the consoles' platform code.

11. An electronic gaming machine including a game platform interface and a game program, the game program including a plurality of functional modules which interact only via the platform interface;

platform code; and

a display unit controlled by the platform code.

12. An electronic gaming machine as claimed in claim 11, wherein the functional modules include a combinations module and a graphics/audio module.

13. A server for a distributed gaming system for use with a console, the server including:

a plurality of games stored on the server, each game being separable into separate functional modules:

a game platform interface through which and only through which, the modules are arranged to interact; and

platform code located in the server adapted to separate the game into its functional modules for distribution of one or more functional modules to a console.

14. A server as claimed in claim 13; wherein the functional modules include a combination module and a graphics/audio module.

15. A server as claimed in claim 13. wherein the server stores a plurality of functional modules for the same functions for one or more of the games.

16. A server as claimed in claim 15, wherein the function is a currency symbol.

17. A distributed gaming system as claimed in claim 9, wherein the server stores a plurality of files relating to the same function.

18. A distributed gaming system as claimed in claim 17, wherein the function is a currency symbol.